

ELECTRONIC MULTI-HAND STUD POKER GAMES
WITH PAYOUT MULTIPLIERS

1 This invention relates primarily to electronic video
2 poker games, and more particularly to electronic video stud
3 poker games that are based on poker hand rankings and allow
4 the player to play multiple hands at the same time. The
5 player starts with five identical partial hands and then each
6 hand is completed by displaying additional cards so that each
7 hand is a final stud poker hand. If the player achieves two
8 or more final hands with the same poker ranking, the player
9 wins multiplier payouts.

10

Background of the Invention

12 Five card, six card and seven card stud have been played
13 for many years, usually in a poker room setting in which a
14 plurality of players play against each other striving to
15 obtain the highest ranking poker hand (or lowest ranking poker
16 hand in Lo-Ball poker) in order to win the pot which comprises
17 the wagers made by the players during the play of the game.

18 Electronic video poker has also been a staple in gaming
19 casinos for many years and this well known game is a single
20 player game based on draw poker. The player attempts to
21 achieve a winning poker hand ranking by discarding from an
22 initial five card hand and drawing new cards in order to try

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1 and improve his poker hand. A pay table is provided to show
2 the player what he can win based on the poker hand ranking
3 achieved after the draw step and the amount wagered by the
4 player.

5 There have been attempts to adapt stud poker to an
6 electronic video game format. One attempt involved a single
7 player seven card stud game in which the player makes a first
8 wager and initially received three cards face up. In one
9 version of this game, the player has the option of making
10 additional wagers before the player receives the fourth,
11 fifth, sixth and seventh cards. In another version, the
12 player also has the option of making additional wagers before
13 receiving the fourth, fifth, sixth and seventh cards unless
14 the player has already achieved a winning poker hand combina-
15 tion, in which case the player is not allowed to make addi-
16 tional wagers. In either version, the final seven cards are
17 analyzed and the best five card hand is used to determine the
18 poker hand ranking of the player's hand. A pay table is used
19 based on five card poker hand rankings and the amount wagered
20 by the player to determine the amount won by the player when
21 he achieves a winning hand.

22 Another popular single player stud poker game is known as
23 DOUBLE DOWN STUD poker. This game is described in U.S. Patent
24 No. 5,100,137 and U.S. Patent No. 5,167,413, the disclosures

1 of each of which are incorporated herein by this reference.
2 In DOUBLE DOWN STUD poker, the player makes a first wager and
3 is dealt four cards all face up. The player may make an
4 additional wager prior to receiving the fifth card. After the
5 fifth card is dealt, the five card hand is compared to a pay
6 table to determine if the player has a winning or losing card
7 combination based on poker hand ranking.

8 It is an object of the present invention to provide a
9 multi-hand format to stud poker games that awards the player
10 higher payouts based on multipliers of the basic pay table for
11 achieving two or more final hands of the same poker ranking.

12 It is a feature of the present invention to deal and
13 display multiple partial hands to the player, preferably
14 three, four or five partial hands, each partial hand having
15 the same cards. Each partial hand is then completed into a
16 final stud hand by dealing and displaying additional cards to
17 each hand. The poker hand ranking of each final stud hand is
18 determined and winning final hands are paid based on the poker
19 hand ranking of the final stud hand and the amount wagered by
20 the player. If the player achieves two or more final hands
21 with the same poker hand ranking, then the player wins
22 additional payouts which are multiples of the basic payout
23 amounts.

24 It is an advantage of the present invention that very

1 large payouts may be achieved by the player when playing
2 multiple stud poker hands which will increase the appeal of
3 the game to the player as well as provide an increase in game
4 revenue to the casino from the increased volume of wagering.

5 Other objects, features and advantages of the present
6 invention will become apparent from a consideration of the
7 following detailed description.

8

9 **Summary of the Invention**

10 The method of present invention involves the player
11 making a wager to play multiple hands of a stud poker game.
12 The gaming machine is configured to allow the player to play a
13 fixed number of hands or the player selects the number of
14 hands that the player wishes to play. The wager is allocated
15 among the number of hands that are to be played.

16 Once the player has made his wager, a plurality of
17 initial partial hands are displayed to the player. Each
18 initial partial hand has the same cards with the cards
19 displayed face up to the player. The initial partial hand are
20 randomly dealt from a single deck of playing cards. Each hand
21 is then completed as a stud poker final hand by dealing the
22 additional cards from either the original single deck of cards
23 (less the initially dealt cards) or from a plurality of

1 partial depleted decks of playing cards, each depleted deck of
2 playing cards comprising a full deck less the cards dealt as
3 the initial partial hand.

4 The player wins or loses depending on the poker hand
5 ranking of each final hand. The amount won by the player is
6 based on the poker hand ranking of each final hand and the
7 amount wagered by the player according to a pay table. If the
8 player achieves two or more final hands of the same poker hand
9 ranking, the amount won by the player is increased, preferably
10 as multiples of the original payout amounts.

11 In the preferred embodiment of the present invention,
12 each initial partial hand has four cards and the final hand
13 has five cards and the player plays three, four or five hands
14 at once. In other variations of the present invention, each
15 initial partial hand can have one, two or three cards and the
16 final hand has five cards. In yet other variations of the
17 present invention, the final hand can have three, four, six,
18 seven or more cards and the initial partial hand would then
19 have less cards than the final hand.

20

21 **Brief Description of the Drawings**

22 Figure 1 shows a gaming machine configured to practice
23 the method of present invention and also showing a

1 representative initial deal for Version #1.

2 Figure 2 shows the screen display for Version #1 of the
3 present invention showing a representative result that could
4 occur during the play of the game.

5

6 Detailed Description of the Preferred Embodiments

7 The present invention includes a variety of electronic
8 video stud poker games. Each electronic video stud poker game
9 is designed to be played by having the hands to be played by
10 the player displayed on a video screen.

11 Figure 1 shows a gaming machine upon which the method of
12 the present invention can be carried out. The gaming machine
13 10 includes a video screen display 20 on which is shown the
14 playing cards that will be used during the play of the method
15 of the present invention. The video screen display 20 also
16 includes other information and data presented to the player to
17 allow the player to understand the play of the game and to
18 effect the operation of the method.

19 In the preferred embodiment of the present invention, the
20 video screen display 20 shows a credit meter 22 and a display
21 of the "bet per hand" 24 which is the number of credits
22 wagered on each hand for a particular round of play of the
23 game. The video screen display also has a DEAL/DRAW touch

1 screen location to allow the player to cause the initial deal
2 of the cards to be displayed on the video screen display 20.
3 Other touch screen locations allow the player to make his
4 initial wager, which can be made one credit at a time using
5 the BET ONE location 26 or which can be made by wagering the
6 maximum number of credits allowed by the gaming machine using
7 the BET MAX location 28.

8 The gaming machine 10 also has a button panel 40 which
9 includes typical buttons that the player may press to activate
10 various actions during the play of the method of the present
11 invention. A CASH OUT button 41 is provided to allow the
12 player to collect any credits which the player has accrued on
13 the credit meter 22. A BET MAX button 42 and a BET ONE button
14 44 are provided to allows the player to wager either the
15 maximum amount of credits or to wager one credit at a time on
16 the play of the game as desired by the player, if the player
17 wishes to use buttons to place his wager instead of using the
18 touch screen locations 26 and 28 to place his wager. A
19 DEAL/DRAW button 46 is provided to allow the player to effect
20 the initial deal step of the method of play as desired should
21 the player prefer to use the button panel instead of the
22 DEAL/DRAW screen location 47 on the video screen display 20.

23 The gaming machine 10 also includes a coin head 50 to
24 allow the player to insert coins or gaming tokens as wagers to

1 allow play of the gaming machine 10. A bill acceptor slot 52
2 is also provided on the gaming machine 10. In order to accrue
3 credits that may be used to play the gaming machine 10, the
4 player inserts paper currency or other suitable script or
5 gaming coupons into the bill acceptor slot 52 behind which, on
6 the interior of the gaming machine, is mounted a bill acceptor
7 which takes in and validates the currency. The monetary value
8 of the inserted currency is then applied to the credit meter
9 22, the credits on which the player may use to play the gaming
10 machine.

11 A plurality of buttons 48 can also be provided on the
12 button panel 40 to allow the player to select the number of
13 hands which the player wishes to play. For example, TWO HAND
14 button 48A allows the player to select to play two hands.
15 THREE HAND button 48B allows the player to select to play
16 three hands. FOUR HAND button 48C allows the player to select
17 to play four hands. FIVE HAND button 48D allows the player to
18 select to play five hands. TEN HAND button 48E allows the
19 player to select to play ten hands. Any suitable distribution
20 of the number of hands can be allocated to the buttons and
21 fewer or more than five buttons 48 can be used.

22 Instead of using buttons on the button panel, the video
23 screen display 20 can be provided with touch screen locations
24 (not shown) that the player would touch to select the number

1 of hands that the player wishes to play.

2 Any other conventional and suitable equipment can be
3 included in the gaming machine.

4

5 Version #1

6 Version #1 of the present invention uses a standard
7 fifty-two card deck of playing cards. A player makes an
8 initial wager to activate the game and the player selects the
9 number of hands that the player wishes to play during that
10 round of the game. The player also determines the amount of
11 the wager that is to be allocated to each hand of cards that
12 the player will play.

13 For example, the player may make a wager of twenty-five
14 credits and select to play five hands of cards. In the
15 preferred embodiment of the present invention, the computer
16 controls of the gaming machine will allocate five credits to
17 each hand the player has selected to play. Alternatively, the
18 computer controls could prompt the player to input the amount
19 the player wishes to play on each hand.

20 After the wager is made and after the deck of playing
21 cards has been electronically shuffled, a first partial hand
22 of four cards is randomly dealt and displayed face up to the
23 player on the screen display. These same four cards by suit
24 and rank are also displayed in each of the other partial hands

1 that the player has selected to play, which following the
2 example, would be the second hand, the third hand, the fourth
3 hand and the fifth hand. Thus, in this example, the player
4 starts with five identical partial hands of four cards all
5 displayed face up.

6 Figure 1 shows on the video screen display 20 the first
7 partial hand 110, the second partial hand 120, the third
8 partial hand 130, the fourth partial hand 140 and the fifth
9 partial hand 150 with the same four cards shown face up. In
10 the example shown in Figure 1, the four face up initial cards
11 are the Six of Hearts (111, 121, 131, 141 and 151), the Six of
12 Clubs (112, 122, 132, 142 and 152), the Four of Diamonds (113,
13 123, 133, 143 and 153) and the Four of Clubs (114, 124, 134,
14 144 and 154).

15 The computer controls of the gaming machine 10 then
16 proceed to the next step of the method in which the fifth card
17 in each hand is dealt and displayed to the player. In one
18 embodiment of the present invention, the fifth card for each
19 hand is dealt from the depleted deck of forty eight cards
20 (which represent the cards remaining from the original fifty-
21 two card deck less the four initially dealt cards). In this
22 embodiment, the depleted forty-eight card deck is reshuffled
23 electronically before the fifth card is dealt to complete each
24 hand.

1 In another embodiment of the present invention, the fifth
2 card for the first hand 110 is dealt from the depleted deck
3 of forty eight cards (which represent the cards remaining from
4 the original fifty-two card deck less the four initially dealt
5 cards). The fifth card for the second hand 120 is dealt from
6 the further depleted deck of forty-seven cards (which
7 represent the cards remaining from the original fifty-two card
8 deck less the four initially dealt cards and the fifth card
9 dealt to the first hand 110). The fifth card for the third
10 hand 130 is dealt from the further depleted deck of forty-six
11 cards (which represent the cards remaining from the original
12 fifty-two card deck less the four initially dealt cards, the
13 fifth card dealt to the first hand 110 and the fifth card
14 dealt to the second hand 120). The fifth card for the fourth
15 hand 140 is dealt from the further depleted deck of forty-five
16 cards (which represent the cards remaining from the original
17 fifty-two card deck less the four initially dealt cards, the
18 fifth card dealt to the first hand 110, the fifth card dealt
19 to the second hand 120 and the fifth card dealt to the third
20 hand 130). The fifth card for the fifth hand 150 is dealt
21 from the further depleted deck of forty-four cards (which
22 represent the cards remaining from the original fifty-two card
23 deck less the four initially dealt cards, the fifth card dealt
24 to the first hand 110, the fifth card dealt to the second hand

1 120, the fifth card dealt to the third hand 130 and the fifth
2 card dealt to the fourth hand 140). In this embodiment, the
3 cards of each of the depleted decks may or may not be
4 electronically reshuffled before displaying the fifth card to
5 complete each hand.

6 Figure 2 shows an example of how the hands may be
7 completed by the display of the fifth card. First hand 110
8 could result in the Six of Hearts 111, the Six of Clubs 112,
9 the Four of Diamonds 113, the Four of Clubs 114 and the Eight
10 of Diamonds 115. The poker hand ranking of the first hand 110
11 is Two Pair. Second hand 120 could result in the Six of
12 Hearts 121, the Six of Clubs 122, the Four of Diamonds 123,
13 the Four of Clubs 124 and the Four of Spades 125. The poker
14 hand ranking of the second hand 120 is a Full House. Third
15 hand 130 could result in the Six of Hearts 131, the Six of
16 Clubs 132, the Four of Diamonds 133, the Four of Clubs 134 and
17 the Six of Spades 135. The poker hand ranking of the third
18 hand 130 is a Full House. Fourth hand 140 could result in the
19 Six of Hearts 141, the Six of Clubs 142, the Four of Diamonds
20 143, the Four of Clubs 144 and the Queen of Hearts 145. The
21 poker hand ranking of the fourth hand 140 is Two Pair.
22 Finally, fifth hand 150 could result in the Six of Hearts 151,
23 the Six of Clubs 152, the Four of Diamonds 153, the Four of
24 Clubs 154 and the Ace of Spades 155. The poker hand ranking

1 of the fifth hand 150 is Two Pair.

2 Any suitable poker hand combinations can be designated
3 was winning and losing hand combinations. The amount won by
4 the player is determined according to a pay table based on the
5 poker hand combination achieved by the player and the amount
6 wagered by the player. Additionally, the player wins
7 additional payouts for achieving multiple hands of the same
8 poker rank.

9 Typically, the base pay tables are determined based on
10 the mathematical probability of certain poker combinations
11 occurring during the play of the game and based on the desired
12 theoretical hold percentage to be kept by the gaming estab-
13 lishment. Any suitable base pay table may be used and a
14 representative pay table is shown in Table 1. The base pay
15 table is used in combination with the multipliers used for
16 achieving multiple hands of the same poker rank.

17

1

POKER HAND COMBINATION	PAYOUT ODDS
Less than Pair of 7's	Losing Hand
Pair of 7's thru Aces	1 for 1
Two Pair	3 for 1
Three of a Kind	4 for 1
Straight	6 for 1
Flush	9 for 1
Full House	12 for 1
Four of a Kind -- 5's thru Kings	50 for 1
Four of a Kind -- 2's, 3's and 4's	80 for 1
Four of a Kind - Aces	160 for 1
Four 2's, 3's or 4's with an Ace, 2, 3 or 4	160 for 1
Four Aces with a 2, 3 or 4	400 for 1
Straight Flush	50 for 1
Royal Flush	800 for 1

2

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Table 1.

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The payouts to the player for winning hand combinations are then increased by multipliers for achieving multiple hands of the same rank. Table 2 show the multiplier pay table:

POKER HAND RANKING	PAY MULTIPLIER			
NUMBER OF SAME HAND ENDINGS	2	3	4	5
Less than Pair of 7's	0	0	0	0
Pair of 7's thru Aces	0	2	2	2
Two Pair	0	2	2	2
Three of a Kind	2	2	2	2
Straight	2	3	4	5
Flush	2	3	4	5
Full House	2	3	4	5
Four of a Kind -- 5's thru Kings	2	3	4	5
Four of a Kind -- 2's, 3's and 4's	2	3	4	5
Four of a Kind - Aces	2	3	4	5
Four 2's, 3's or 4's with an Ace, 2, 3 or 4	2	3	4	5
Four Aces with a 2, 3 or 4	2	3	4	5
Straight Flush	2	3	4	10
Royal Flush	2	3	4	10

7

Table 2.

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The computer controls of the gaming machine 10 determine how many of the final five card hands have the same poker hand

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1 ranking and any winning amounts are multiplied by the pay
2 multiplier associated with the number of same hand endings.
3 For example, if the final hands were all straight flushes,
4 then the pay multiplier would be 10 and the amount awarded to
5 the player in the base pay table for each Straight Flush would
6 be increased by 10 times.

7 With reference to Figure 2 which shows a representative
8 outcome of the play of five hands, the player had wagered five
9 credits on each hand. The player achieved two Full Houses
10 (Hand 120 and Hand 130). Using the base pay table in Table 1,
11 the player would receive 60 credits for each Full House. The
12 player also achieved three Two Pair (Hand 110, Hand 140 and
13 Hand 150). The player would receive 15 credits for each Two
14 Pair. The total award to the player from the base pay table
15 would be 165 credits (60+60+15+15+15).

16 Referring now to the pay multipliers shown in Table 2,
17 the player had two Full Houses which earned the player a pay
18 multiplier of 2. The total award of 165 credits is now
19 multiplied by 2. The player also had three Two Pair which
20 earned the player another pay multiplier of 2. So the total
21 award of 165 is again multiplied by 2. The final total award
22 to the player is 660 credits (165x2x2).

23 As the representative game outcome shows, it is possible
24 for the player to achieve more than one pay multiplier in the

1 same round of play of the game.

2 Any suitable arrangement of pay multipliers can be used
3 based on the mathematical probability of the occurrence of the
4 various ending hands and the overall game return desired by
5 the operator of the gaming machine.

6

7 Version #2.

8 Version #2 of the present invention is similar to Version
9 #1, but in Version #2 the player plays four stud poker hands.
10 As in Version #1, Version #2 uses a standard fifty-two card
11 deck of playing cards. A player makes an initial wager of
12 twenty credits to activate the game and the player selects to
13 play four hands of cards. In the preferred embodiment of the
14 present invention, the computer controls of the gaming machine
15 will allocate five credits to each hand the player has
16 selected to play. Alternatively, the computer controls could
17 prompt the player to input the amount the player wishes to
18 play on each hand.

19 After the wager is made and after the deck of playing
20 cards has been electronically shuffled, a first partial hand
21 of four cards is randomly dealt and displayed face up to the
22 player on the screen display. These same four cards by suit
23 and rank are also displayed in each of the other partial hands
24 that the player has selected to play, which following the

1 example, would be the second hand, the third hand and the
2 fourth hand. Thus, in this example, the player starts with
3 four identical partial hands of four cards all displayed face
4 up.

5 The computer controls of the gaming machine 10 then
6 proceed to the next step of the method in which the fifth card
7 in each hand is dealt and displayed to the player. In one
8 embodiment of the present invention, the fifth card for each
9 hand is dealt from the depleted deck of forty eight cards
10 (which represent the cards remaining from the original fifty-
11 two card deck less the four initially dealt cards). In this
12 embodiment, the depleted forty-eight card deck is reshuffled
13 electronically before the fifth card is dealt to complete each
14 hand.

15 In another embodiment of the present invention, the fifth
16 card for the first hand is dealt from the depleted deck of
17 forty eight cards (which represent the cards remaining from
18 the original fifty-two card deck less the four initially dealt
19 cards). The fifth card for the second hand is dealt from the
20 further depleted deck of forty-seven cards (which represent
21 the cards remaining from the original fifty-two card deck less
22 the four initially dealt cards and the fifth card dealt to the
23 first hand). The fifth card for the third hand is dealt from
24 the further depleted deck of forty-six cards (which represent

1 the cards remaining from the original fifty-two card deck less
2 the four initially dealt cards, the fifth card dealt to the
3 first hand and the fifth card dealt to the second hand).
4 Finally, the fifth card for the fourth hand is dealt from the
5 further depleted deck of forty-five cards (which represent the
6 cards remaining from the original fifty-two card deck less the
7 four initially dealt cards, the fifth card dealt to the first
8 hand, the fifth card dealt to the second hand and the fifth
9 card dealt to the third hand). In this embodiment, the cards
10 of each of the depleted decks may or may not be electronically
11 reshuffled before displaying the fifth card to complete each
12 hand.

13 Any suitable poker hand combinations can be designated
14 was winning and losing hand combinations. The amount won by
15 the player is determined according to a pay table based on the
16 poker hand combination achieved by the player and the amount
17 wagered by the player. Additionally, the player wins
18 additional payouts for achieving multiple hands of the same
19 poker rank.

20 Typically, the base pay tables are determined based on
21 the mathematical probability of certain poker combinations
22 occurring during the play of the game and based on the desired
23 theoretical hold percentage to be kept by the gaming estab-
24 lishment. Any suitable base pay table may be used and a

1 representative pay table for Version #2 is shown in Table 3.
 2 The base pay table is used in combination with the multipliers
 3 used for achieving multiple hands of the same poker rank.

4

POKER HAND COMBINATION	PAYOUT ODDS
Less than Pair of 6's	Losing Hand
Pair of 6's thru Aces	1 for 1
Two Pair	3 for 1
Three of a Kind	4 for 1
Straight	6 for 1
Flush	9 for 1
Full House	12 for 1
Four of a Kind -- 5's thru Kings	50 for 1
Four of a Kind -- 2's, 3's and 4's	80 for 1
Four of a Kind - Aces	160 for 1
Four 2's, 3's or 4's with an Ace, 2, 3 or 4	160 for 1
Four Aces with a 2, 3 or 4	400 for 1
Straight Flush	200 for 1
Royal Flush	800 for 1

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Table 3.

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8 The payouts to the player for winning hand combinations
 9 are then increased by multipliers for achieving multiple hands
 10 of the same rank. Table 4 show the multiplier pay table for
 11 this Version #2:

12

1

POKER HAND RANKING NUMBER OF SAME HAND ENDINGS	PAY MULTIPLIER		
	2	3	4
Less than Pair of 6's	0	0	0
Pair of 6's thru Aces	0	2	2
Two Pair	0	2	2
Three of a Kind	0	2	2
Straight	2	3	5
Flush	2	3	5
Full House	2	3	5
Four of a Kind -- 5's thru Kings	2	3	5
Four of a Kind -- 2's, 3's and 4's	2	3	5
Four of a Kind - Aces	2	3	5
Four 2's, 3's or 4's with an Ace, 2, 3 or 4	2	3	5
Four Aces with a 2, 3 or 4	2	3	5
Straight Flush	3	5	10
Royal Flush	3	5	10

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Table 4.

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The computer controls of the gaming machine 10 determine how many of the final five card hands have the same poker hand ranking and any winning amounts are multiplied by the pay multiplier associated with the number of same hand endings. For example, if the final hands were all straight flushes, then the pay multiplier would be 10 and the amount awarded to the player in the base pay table for each Straight Flush would be increased by 10 times.

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15

It is possible for the player to achieve more than one pay multiplier in the same round of play of the game. For example, the player could finish with 2 Straights and 2 Flushes which would result in the total award from the base pay table being multiplied four times (2x2).

16

Any suitable arrangement of pay multipliers can be used

1 based on the mathematical probability of the occurrence of the
2 various ending hands and the overall game return desired by
3 the operator of the gaming machine.

4

5 Version #3.

6 Version #3 of the present invention is similar to Version
7 #1 and Version #2, but in Version #3 the player plays three
8 stud poker hands. As in the other versions, Version #3 uses a
9 standard fifty-two card deck of playing cards. A player makes
10 an initial wager of fifteen credits to activate the game and
11 the player selects to play three hands of cards. In the
12 preferred embodiment of the present invention, the computer
13 controls of the gaming machine will allocate five credits to
14 each hand the player has selected to play. Alternatively, the
15 computer controls could prompt the player to input the amount
16 the player wishes to play on each hand.

17 After the wager is made and after the deck of playing
18 cards has been electronically shuffled, a first partial hand
19 of four cards is randomly dealt and displayed face up to the
20 player on the screen display. These same four cards by suit
21 and rank are also displayed in each of the other partial hands
22 that the player has selected to play, which following the
23 example, would be the second hand and the third hand. Thus,
24 in this example, the player starts with three identical

1 partial hands of four cards all displayed face up.

2 The computer controls of the gaming machine 10 then
3 proceed to the next step of the method in which the fifth card
4 in each hand is dealt and displayed to the player. In one
5 embodiment of the present invention, the fifth card for each
6 hand is dealt from the depleted deck of forty eight cards
7 (which represent the cards remaining from the original fifty-
8 two card deck less the four initially dealt cards). In this
9 embodiment, the depleted forty-eight card deck is reshuffled
10 electronically before the fifth card is dealt to complete each
11 hand.

12 In another embodiment of the present invention, the fifth
13 card for the first hand is dealt from the depleted deck of
14 forty eight cards (which represent the cards remaining from
15 the original fifty-two card deck less the four initially dealt
16 cards). The fifth card for the second hand is dealt from the
17 further depleted deck of forty-seven cards (which represent
18 the cards remaining from the original fifty-two card deck less
19 the four initially dealt cards and the fifth card dealt to the
20 first hand). Finally, the fifth card for the third hand is
21 dealt from the further depleted deck of forty-six cards (which
22 represent the cards remaining from the original fifty-two card
23 deck less the four initially dealt cards, the fifth card dealt
24 to the first hand and the fifth card dealt to the second

1 hand). In this embodiment, the cards of each of the depleted
2 decks may or may not be electronically reshuffled before
3 displaying the fifth card to complete each hand.

4 Any suitable poker hand combinations can be designated
5 was winning and losing hand combinations. The amount won by
6 the player is determined according to a pay table based on the
7 poker hand combination achieved by the player and the amount
8 wagered by the player. Additionally, the player wins
9 additional payouts for achieving multiple hands of the same
10 poker rank.

11 Typically, the base pay tables are determined based on
12 the mathematical probability of certain poker combinations
13 occurring during the play of the game and based on the desired
14 theoretical hold percentage to be kept by the gaming estab-
15 lishment. Any suitable base pay table may be used and a
16 representative pay table for Version #3 is shown in Table 5.
17 The base pay table is used in combination with the multipliers
18 used for achieving multiple hands of the same poker rank.

19

1

POKER HAND COMBINATION	PAYOUT ODDS
Less than Pair of 7's	Losing Hand
Pair of 7's thru Aces	1 for 1
Two Pair	3 for 1
Three of a Kind	4 for 1
Straight	6 for 1
Flush	9 for 1
Full House	12 for 1
Four of a Kind -- 5's thru Kings	50 for 1
Four of a Kind -- 2's, 3's and 4's	80 for 1
Four of a Kind -- Aces	160 for 1
Four 2's, 3's or 4's with an Ace, 2, 3 or 4	160 for 1
Four Aces with a 2, 3 or 4	400 for 1
Straight Flush	50 for 1
Royal Flush	800 for 1

2

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Table 5.

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The payouts to the player for winning hand combinations are then increased by multipliers for achieving multiple hands of the same rank. Table 6 show the multiplier pay table for this Version #3:

POKER HAND RANKING	PAY MULTIPLIER	
NUMBER OF SAME HAND ENDINGS	2	3
Less than Pair of 7's	0	0
Pair of 7's thru Aces	2	2
Two Pair	2	2
Three of a Kind	2	2
Straight	3	5
Flush	3	5
Full House	3	5
Four of a Kind -- 5's thru Kings	3	5
Four of a Kind -- 2's, 3's and 4's	3	5
Four of a Kind -- Aces	3	5
Four 2's, 3's or 4's with an Ace, 2, 3 or 4	3	5
Four Aces with a 2, 3 or 4	3	5
Straight Flush	3	10
Royal Flush	3	10

8

Table 6.

9

The computer controls of the gaming machine 10 determine

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1 how many of the final five card hands have the same poker hand
2 ranking and any winning amounts are multiplied by the pay
3 multiplier associated with the number of same hand endings.
4 For example, if the final hands were all straight flushes,
5 then the pay multiplier would be 10 and the amount awarded to
6 the player in the base pay table for each Straight Flush would
7 be increased by 10 times.

8 Any suitable arrangement of pay multipliers can be used
9 based on the mathematical probability of the occurrence of the
10 various ending hands and the overall game return desired by
11 the operator of the gaming machine.

12 Modifications to any of the versions of the present
13 invention would include designating certain cards as wild
14 cards or adding one or more Jokers to the standard deck and
15 using the Jokers as wild cards. This would allow the use of
16 other suitable base pay tables such as those used for Deuces
17 Wild Poker or Jokers Wild Poker. Just as base pay tables can
18 be computed mathematically, the pay multiplier tables can also
19 be computed mathematically for methods of play that include
20 Jokers added to the deck or that use other cards designated as
21 wild cards.

22 While the invention has been illustrated with respect to
23 several specific embodiments thereof, these embodiments should
24 be considered as illustrative rather than limiting. Various

1 modifications and additions may be made and will be apparent
2 to those skilled in the art. Accordingly, the invention
3 should not be limited by the foregoing description, but rather
4 should be defined only by the following claims.

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